# GLYPH RENDERING QUANTIZATION FOR SUBPIXEL POSITITONING

## ABSTRACT OF THE DISCLOSURE

[0037]     A Font Quantization Engine receives layout data including font, font matrix, glyphs and position data. This received position data includes non-integer positions for the glyphs to be rendered. According to a tolerance that is either pre-specified or selected at run time, an appropriate quantization level is determined by the Font Quantization Engine. This quantization level and the fractional position data is then used to determine quantized positions for the glyphs. Once the quantized positions are determined, a rendering engine either renders the bitmaps for the glyphs, or retrieves cached versions of the bitmaps. In this manner, glyphs are positioned at non-integer locations, yet a different bitmap is not required for each possible non-integer location. This allows for both efficiency of operation and the use of higher quality bitmaps..